

uDraw

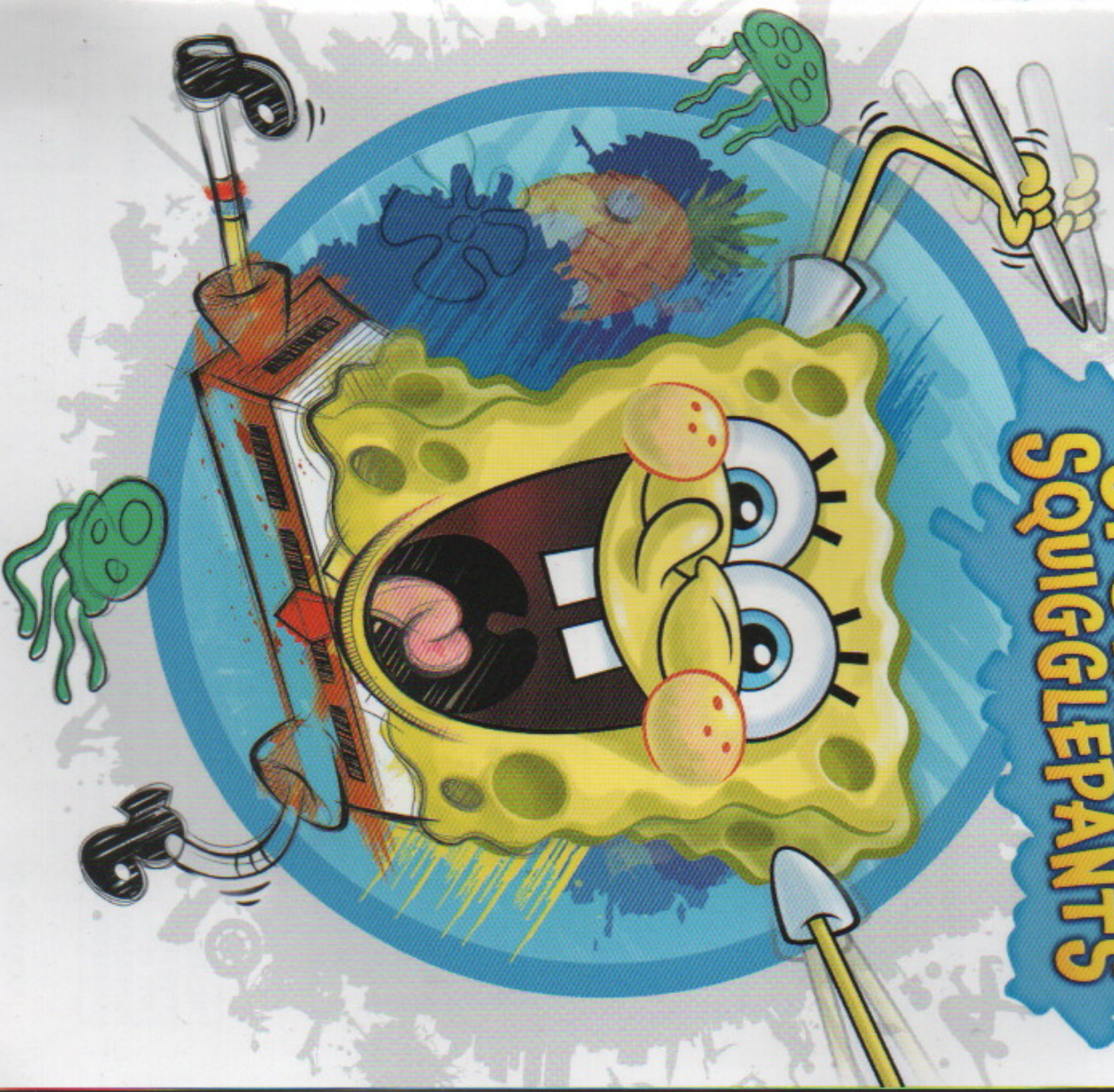
Wii™

REQUIRES



Sold Separately

# nickelodeon SPONGEBOB SQUIGGLEPANTS



INSTRUCTION BOOKLET

THQ



THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS REVIEWED THIS PRODUCT AND THAT IT HAS MET OUR STANDARDS FOR EXCELLENCE IN WORKMANSHIP, RELIABILITY AND ENTERTAINMENT VALUE. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO PRODUCT.



**WARNING:** Please carefully read the separate Health and Safety Precautions Booklet included with this product before using your Nintendo® Hardware system, Disc or Accessory. The booklet contains important safety information.



THIS GAME SUPPORTS 50 Hz (576i) AND 60 Hz (480i) MODE.



**IMPORTANT LEGAL INFORMATION**  
THIS NINTENDO GAME IS NOT DESIGNED FOR USE WITH ANY UNAUTHORISED DEVICE. USE OF ANY SUCH DEVICE WILL INVALIDATE YOUR NINTENDO PRODUCT WARRANTY. COPYING OF ANY NINTENDO GAME IS ILLEGAL AND IS STRICTLY PROHIBITED BY DOMESTIC AND INTERNATIONAL INTELLECTUAL PROPERTY LAWS.

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### 60 Hz (480i) Mode

Many people don't know what the difference between 50 Hz and 60 Hz is, but since most modern TV models support 60 Hz it's definitely worth finding out if your TV is compatible. In basic terms, Hz (hertz) is related to the number of frames per second (fps) appearing on your screen.

50 Hz produces 25 fps and 60 Hz produces close to 30 fps, which may not sound like a big difference, but the increase in quality from 25 to around 30 fps is quite noticeable on-screen. With 60 Hz you get a smoother game screen with less flicker and the game running at optimal speed, all of which produces a great gaming experience.

The default setting of the Wii console is 50 Hz (576i) Mode. To change this, activate 60 Hz (480i) Mode by selecting this TV TYPE in the Wii Settings. However, certain (mainly older) TV sets are unable to display games in 60 Hz (480i) Mode, and therefore a small number of players could experience difficulties using this display mode on their TVs. To find out if your TV set features 60 Hz (480i) Mode, consult your TV instruction manual or contact the manufacturer.

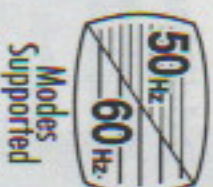
If, after changing the setting to 60 Hz (480i) Mode, the screen appears blank or distorted, it will likely be the case that your TV does not support 60 Hz (480i) Mode. To revert to the default setting, press RESET on the Wii console while holding the down direction on the + Control Pad, and the Wii system will restart in 50 Hz (576i) Mode. For additional information on how to set the TV TYPE, please refer to the Wii Operations Manual – Channels & Settings. Also, when you connect the Wii RGB cable (RVL-013) (sold separately) to a TV which has an RGB terminal and PAL60 compatibility, or you connect the Wii Component AV cable (RVL-011) (sold separately) to a TV which has component video inputs, you can enjoy an intensely sharp picture on-screen.

### EDTV / HDTV (480p) Mode – Progressive Scan

EDTV / HDTV (480p) is a progressive display mode that allows players to view and enjoy their game in the best possible quality. This means an intensely sharp picture, the game running at optimal speed with minimised flicker, all of which produces a great gaming experience.

However, it may be the case that this mode cannot be displayed, depending on the combination of TV and cable that you use. To find out if your TV supports the Progressive Scan display needed for the EDTV / HDTV (480p) Mode, consult your TV instruction manual or contact the respective manufacturer for details. Please make sure to use the Wii Component AV cable (RVL-011) (sold separately) and to enable Progressive Scan on your display device when selecting this mode.

The default setting of the Wii is 50 Hz (576i) Mode. To activate EDTV / HDTV (480p) Mode, please select this TV TYPE in the Wii Settings. For additional information on how to set the TV TYPE, please refer to the Wii Operations Manual – Channels & Settings.





When the **Wii Menu** is updated, unauthorised hardware and/or software modifications may be detected and unauthorised content may be removed causing the immediate or delayed inoperability of your console. Failure to accept the update may render this game, and future games, unplayable. Please note that Nintendo cannot guarantee that unauthorised software or accessories will continue to function with the Wii console after this or future updates of the **Wii Menu**.

## ART GALLERY MENU

Patchy's art gallery has a treasure-trove of paintings that'll be unlocked gradually, as the game is played. Select a style and you'll be transported into that style for tons of Nanogame challenges! Aye, and there be a few other special things to uncover in Patchy's gallery!

## NANOGAME REPLAY MENU

True SpongeBob fan club candidates 'I'll love goin' back time and again to play more games. To replay any of your favourite Nanogames, just visit the Replay Menu and select the game you want to play. But remember this: you need to play the Nanogame in the style first to unlock it in the Replay Menu. Aye!

## REMIX MODE

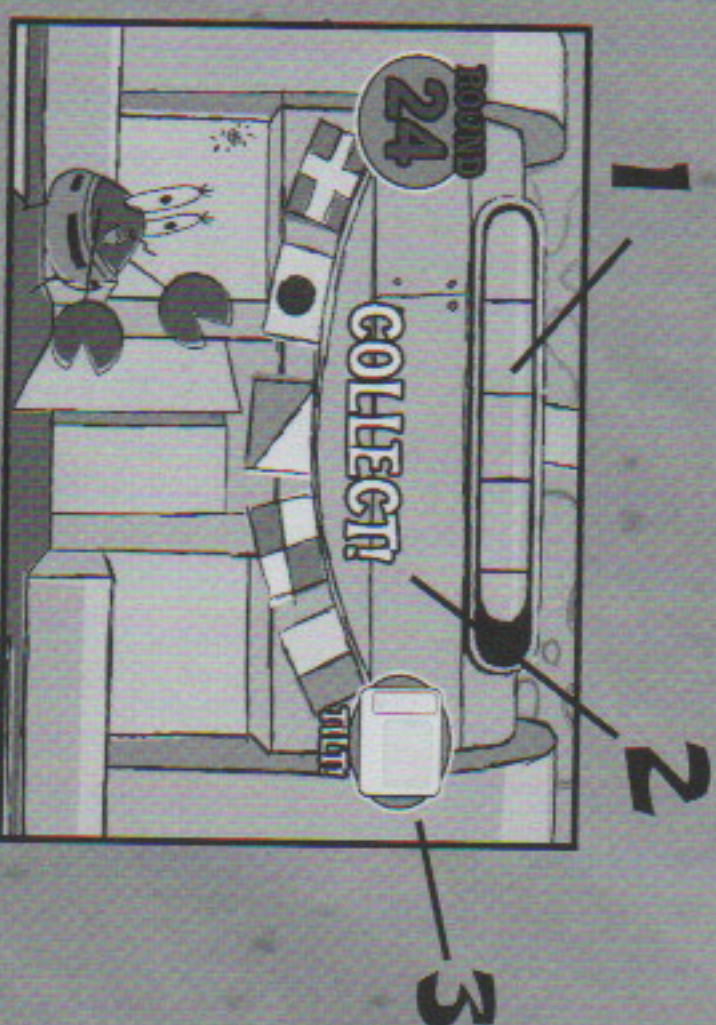
### (UNLOCKED AFTER CONDITIONS MET)

Mix it up in **Remix Mode**! This extra special mode takes all of the Nanogames ya mastered and randomly selects ones for you to replay. How do ya get to this special mode? That's a secret for true SpongeBob fan club fans. Keep playin' to dig up that answer!

## OPTIONS

The **Options Menu** is where you can adjust how loud the game's sound effects and music are.

## PLAYING NANOGAMES



### 1. SUCCESS METRE

Each Nanogame challenge lasts only a few seconds, and has a specific win condition. If the condition is met when time runs out, the game is beaten. If the condition is not met when time runs out, the Nanogame is lost, and the Success Metre drains slightly.

### 2. GAMEDPLAY HINT

Each Nanogame starts with a word or brief phrase... keep it in mind while playing!

### 3. CONTROL HINT

Each Nanogame uses a special input method to interact with the game. The Control Hint demonstrates which controls will be used by the next game. These methods may include one of the following:



Draw - Use the stylus to draw lines or colour in whatever is on the screen.



Tilt - Instead of using the stylus, tilt the uDraw GameTablet™ to play the game.



Tap - Tap the uDraw GameTablet™ using the stylus





**Drag** - Touch with the stylus and drag, keeping the stylus held down



**Flick** - Use the stylus by pressing it against the uDraw GameTablet™ making a quick flicking motion.

Watch out! Unexpected surprise methods may show up, too. Be ready for... anything!

## STYLUS DOCKING INDICATOR

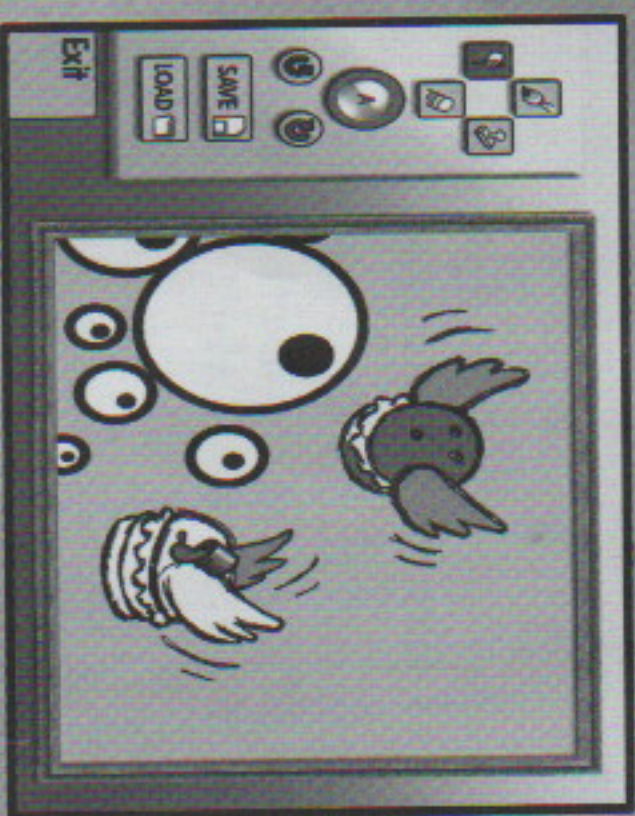


When transitioning from a Nanogame that uses stylus input to a Nanogame that uses tilt input, this indicator will remind you to return the stylus to the storage chamber on the back of the uDraw GameTablet™.

## ART STUDIO

The Art Studio mode allows you to use a variety of tools and features to create a SpongeBob-themed picture for Patchy's gallery. Let loose and get creative, Bikini Bottom style!

The interface mirrors the Wii Remote positioning, and button functions are mapped to match the on-screen tool panel layout.



## Wii Remote

Down: Eraser

Left: Fill Bucket

Up: Paint Brush

Right: Stamp Tool

B Button: Exit Art Studio

A Button: Colour Picker

- Button: Undo your last action. You can undo up to 5 times only.

+ Button: Redo the last action you "un-did" with the undo button.

1 Button: Save Image

• You can save the images to either an SD card (sold separately)

or right on the Wii console.

2 Button: load image

• Load an image from previous saves.

• Load a blank canvas.

You can select all of these tools and options from the menu on the left of the screen. Just move your cursor to the left side of the screen and the menu will slide out.

## Advanced Features

Lower Button (on pen): Eye Dropper

With a Stamp selected

• Up/Down: Scale the stamps up or down in size

• Left or Right: Rotate the stamp clockwise and counter clockwise

Once your masterpiece is complete, or you just want to take a break and seek further inspiration, you can save your work at any time by selecting Save from the Tool Panel. To save a finished work onto your SD Card, select Save button, and the game will output a version for use on your computer or other devices!



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# NOTES

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Technical Support and Games Hotline  
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 Call costs \$2.48 (incl GST) per minute  
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 Avenida de Europa 19, Edificio I° B,  
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 Tf. **91 799 18 75**  
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 per ottenere assistenza online e trovare risposta alle domande più frequenti.

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 ma t/m v 8.00 tot 19.00 (GMT)  
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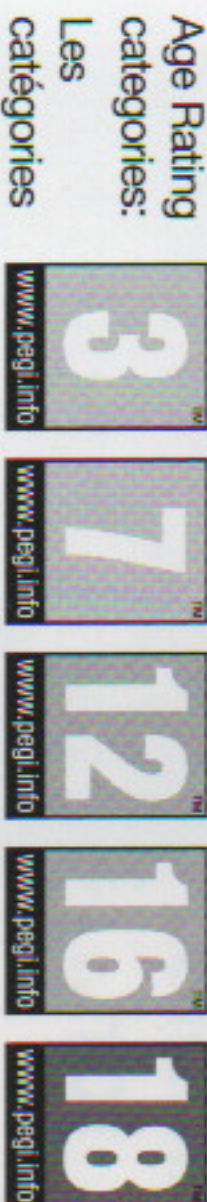
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## The PEGI age rating system:

Age Rating categories:



Les catégories de tranche d'âge:

Note: There are some local variations!  
 Note: Il peut y avoir quelques variations en fonction du pays!



The 'Online' logo indicates that a game allows the player to have access to online game play against other players.  
 Le logo « Online » indique qu'un titre vous permet de jouer avec d'autres personnes en ligne.

For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant l'évaluation du système d'information de jeu Pan Européen (PEGI), vous pouvez consulter:

Para obtener más información sobre el sistema de calificación de juegos (PEGI), por favor visite:

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Für weitere Informationen über das europäische Spiel-Informationen Bewertungs-System (PEGI) besuchen Sie bitte:

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RVL-SS8P-UKV

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for...

uDraw  
GAMETABLET™



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